NES-CP-USA

ROBOCOP™

INSTRUCTION MANUAL

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ROBOCOP – PART MAN, PART MACHINE, ALL GAME.

What's going on in old Detroit isn't pretty. An epidemic of crime, violence, and death has turned it into the most lethal spot on earth – especially if you're a cop. The government has thrown up its hands in despair and turned over the police department to O.C.P. – a private corporation that isn't as squeamish about individual rights as elected officials are.

You're about to find yourself face to face with the malevolent Clarence Boddicker, who kills cops, slowly, as a hobby; the savage and relentless robot ED-209; and – ultimately – Dick Jones, the mastermind who set all the wheels in motion.

No flesh-and-blood cop has a chance against those odds. Once upon a time, you didn't either. But that was before you became ROBOCOP.

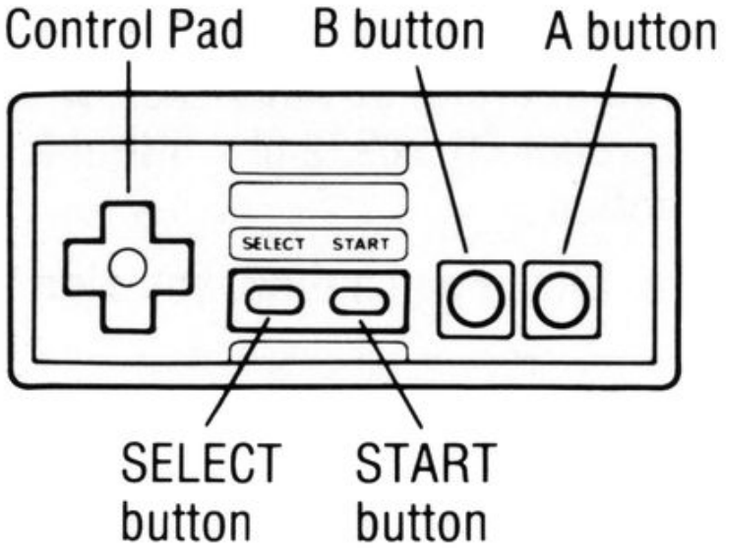
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors; do not get them wet or dirty. This may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

CONTROLLER PARTS AND OPERATING INSTRUCTIONS

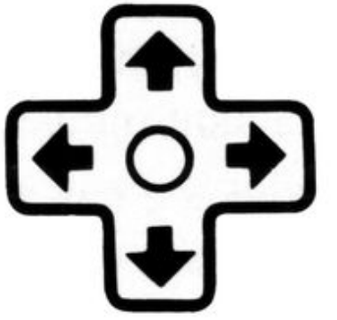
Controller 1 – For 1 player game
Controller 2 – Not used



Control Pad

Look up, walk up stairs

Move left



Move right

Duck (with the SELECT button, block a punch), walk down stairs, pick up objects

A button: Fire weapons.
B button: Punch.

The punch or weapon you're carrying is aimed in the direction you're facing:
When standing: left, right, or up
When crouching: left, right or down

If you find yourself in a nasty situation, you can press the SELECT button to cover yourself. When you do that, you temporarily can't be hit, but you use up energy at a faster than normal rate.

HOW TO PLAY

To start ROBOCOP:

1) Make sure your Nintendo Entertainment System is off, then put the ROBOCOP Game Pak in the system.
2) Press the POWER button on the front of the system. The license and copyright screen appears, then the RoboCop title screen. Several screens appear showing RoboCop's vital information. Get ready for action!
3) Make sure the controller is plugged into socket 1. (You can move from any screen to the next by pressing START.)
4) To skip the preliminary screens and start the game immediately, press START.

Pausing. To stop the game temporarily, press the START button. To return to the game, press START again.

Continuing. The game is over when you run out of energy or can't take any more hits. But once you've gone past the first level, you don't have to start at the beginning of the game again – you can continue the same game, beginning on the highest level you have reached. You will be allowed to continue up to three times at that level. (You can't continue a game once you turn the Nintendo Entertainment System off or press the RESET button.)

After the "Game Over" screen appears, the Start screen appears.

To continue the game:

1) Press the SELECT button to choose CONTINUE.
2) Press the START button.

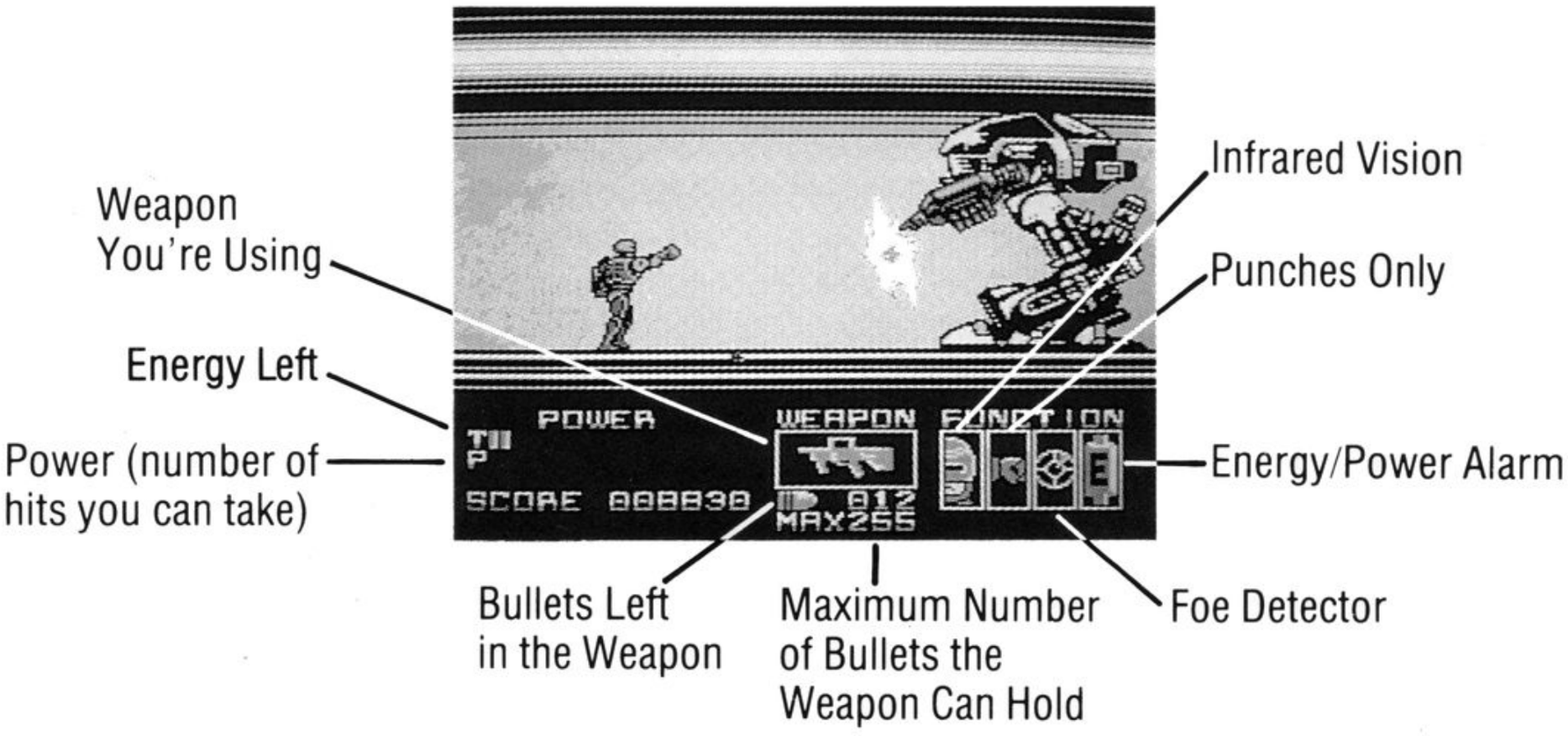
When you continue a game, you will start at the beginning of the highest level you reached (for example, if you were at the end of level 3 when the game was over, you'll start at the beginning of level 3). You also lose all the weapons you had – you start armed only with the Auto-9.

To start a new game:

- Press the START button.

When you start a new game, you go back to the beginning of level 1.

SCREEN DISPLAY



INDICATORS

Your strength is measured by the energy you have left and the number of hits you can take. Keep an eye on the energy and power indicators. If either one goes to zero, you're history.

Energy. The energy indicator shows you how much energy you have left. Your energy decreases gradually as you play.

To give yourself more energy, pick up battery rechargers.

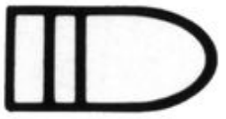
Power. The power indicator shows you how many more times you can get hit and still live.

To build up your power so you can take more hits, pick up power food.

All the enemies suck up some of your energy, and some of them will hit you. The best strategy is to get them before they get you. Don't let them get too close – they may hit you before you can do anything about it. And if you try to punch someone who's too close, you can take as much damage as you dish out. Remember that you need to keep enough energy and hits in reserve to take on the powerful foes who appear at the end of each level.

WEAPONS

The picture under the word WEAPONS on the screen shows you which weapon you are currently using.



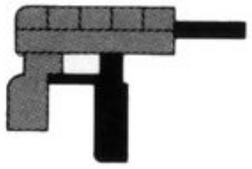
The number to the right of the bullet icon shows you how many bullets you have left for the weapon you're using. If the number reaches zero, you can't use the weapon again until you come across more ammunition.

The number to the right of **MAX** shows the total number of bullets the weapon can hold.

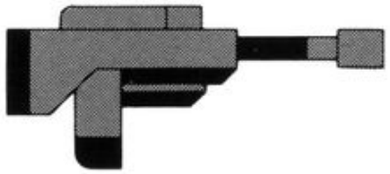
Weapons Inventory

You start out with the Auto-9. You can pick up the other weapons as you go along. When you finish one level and go on to the next, you take all the weapons you have with you. You will need them on the new level – so finishing a level by using up all your ammunition is not the best strategy. At certain points in the game you may find your weapon non-functional. At these times, you must punch your way past the villain.

Auto-9. The Auto-9 is a special issue hand gun made for RoboCop alone. It's extremely effective for short and medium range situations. One shot is usually all that's necessary.



Machine Gun. The machine gun is loaded with 50 bullets. But be careful – if you hold the trigger down too long, you can go through a lot of bullets in a short time. The machine gun is particularly useful for close range fighting and battling off packs of attackers. Some attackers may stay out of the range of the machine gun. If that's the case, you'll have to try something else.



Cobra Gun. The cobra gun is the most powerful single piece of firepower you have in your inventory. You won't need it – or even find it – in the earliest levels of the game. When you do come across it, make sure you pick it up – because you can be sure you're heading for trouble.

Switching Weapons

You can carry several weapons simultaneously, but you can use only one of them at a time. Switching weapons during the course of the game is a good strategy. There is a limit to how many weapons you can carry (but you'll probably use them up about as fast as you can find them). You can switch weapons as many times as you want.

To switch weapons:

1) Press the START button to stop the game temporarily.
2) Press the up or down arrow on the Control Pad to scroll through the weapons you're carrying. As each picture appears, the number next to the bullet icon shows you how many bullets you have left.
3) When the picture of the weapon you want to use appears, release the up or down arrow.
4) Press START again to pick up the game where you left off.

FUNCTIONS

Infrared Vision. When the infrared vision indicator blinks, your infrared vision has been activated. Look for the part of the screen that's flashing, then hit it with a power punch.

Punch. When the punch indicator blinks, it means that you can defeat the enemy you're facing only by duking it out with him – none of your weapons have any effect on him.

Foe Detector. As you battle your way through the game, you'll come up against countless enemies. All of them would like nothing better than to do you in. At the end of each level, there's a foe who's much harder to defeat than any of the rest. The foe detector flashes faster and faster as you get closer to him.

The foes get tougher and tougher level by level. Be creative – think of new ways to defeat them. It's not always best to rush in with guns blazing.

Energy/Power Alarm. The energy/power alarm flashes whenever either the energy or the power indicator drops below three units or whenever either of them drops suddenly. It's a warning – you'd better do something quick or you're a goner.

ASSIGNMENTS

Level 1: Welcome to Old Detroit

Your first assignment may sound simple, but it isn't: Clean up the streets. You'll encounter thugs firing at you from the sidewalk, from windows and rooftops. Get rid of as many of them as possible.

Be sure to pick up food and weapons you come across – without them you won't be able to finish the job.

Level 2: City Hall

A disgruntled city employee is holding the mayor hostage at City Hall. And the other half of the petty criminals in Detroit – the ones who weren't around when you took care of their comrades – have crawled out of their holes and are bent on revenge. Waste 'em!

Level 3: The Warehouse

Your infrared vision will lead you to some startling discoveries. Just remember the directive "protect the innocent."

Level 4: O.C.P. Headquarters

The drug lord, Clarence Boddicker, spilled his guts to you at the factory to save his own miserable neck. He tells you he works for Dick Jones, Senior Vice President at O.C.P., and Jones is behind just about every major crime that's been committed, including the murder of a police officer.

When you confront Jones at O.C.P. Headquarters and attempt to arrest him, you learn the nature of the mysterious classified Directive 4 – you can't act against any of O.C.P.'s corporate officers. He orders you to obey Directive 4 and put down your weapon – then your personal nightmare begins.

Level 5: The Steelworks

Work your way up and down the many levels of the steelworks. Many more vicious scum bags wait for you here – heavily armed scum bags like Clarence Boddicker. You've never seen such firepower before. Use your head. There's a way to turn their strength against them.

Level 6: The Boardroom

At last you come face to face with Dick Jones. The president of O.C.P. has fired Jones, so he's no longer protected by Directive 4. Unfortunately, the worst is yet to come. Will he stop at nothing?

Be careful. It will take the strength of RoboCop to rid Detroit of Dick Jones.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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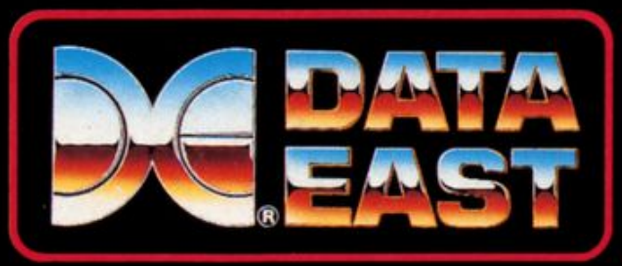

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